
Title: Ancient History of the Stormreaver Clan

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Knowing that the Clan was weak in the knowledge of magic, and seeing how brutally the Men used it against the Clan, Grishnak tentatively contacted GreyPawn, leader of the mages on far off Verity Island. GreyPawn agreed to allow an Orc to study magic at the Lyceum, hoping that greater interaction with Men would curb the hostile tendencies Orcs displayed. Orglik was chosen to be the first Orc to study magery. Diligently he studied, learning what he could to bring back to the Clan. On the eve of his graduation from the Lyceum, a great feast was declared. Orc and Man would come together in the Lyceum to celebrate a new age of peace and understanding. Hesitant at first, Grishnak overcame his distrust and led his Clan to the tables set for them. After stuffing themselves and drinking much ale, the Orcs relaxed and began to rethink their hostility with Man. It was at this moment that the Men sprung their trap. Many Orcs had acquired the Bludname in battle with Men, but had been assured safe passage by the guards of the Lyceum. Lulled into a sense of security, they

didn't expect the sudden
attack by the Men of
Moonglow. Many Orcs
were slain before the
rest could escape. This
great betrayal by
GreyPaw and his
Moonglow Militia marked
the beginning of the
undying hatred Orcs have
for the inhabitants of
Verity Island.

True to his word, Tilf
and Gilf again returned
to the Clan. The Ettin
told a tale of a great
war between the Trolls
and the Ettins. The Trolls
had conquered the Ettin
lands and Tilf and Gilf
sought the Orcs aid in
retaking their home. Soon
a great army of Ettins,
Orcs, and Necromancers
marched upon the Trolls
and vanquished them.
It was shortly after that
the hosts of Yew,
Moonglow, and the Urban
Knights gathered to
attack the Orcs in the
very heart of their lands.
Driving deep into Orc
lands, they seized the
gates of the fort before
being thrown back. A
most perilous battle for
the Clan, won only by the
use of explosive potions
hurled over the walls of
the fort.

With great magics, the
Shamans of the Clan
pulled back the veil of
the world and beheld a
multitude of other worlds.
Upon some of these
worlds were other tribes
of Orcs. None of these
had sworn loyalty to the
Clan, there for they
must be destroyed.
Great effort was put
forth to open a gateway
between worlds, and the
strongest Orcs of the

Clan were chosen to pour through and conquer this new world. Gathering their forces in this new world, they set off towards the fort held by a tribe known as the Orcs of Kor. Initially their assault went well, but the magics used to bring them to this world weakened them and they were thrown back. Grishnak was last seen surrounded by the Orcs of Kor as his forces retreated to portal back to their own world.

With the Chief lost, the leadership of the Clan was vacant. Qog, a former Captain, stepped into the void. Qog reorganized the Clan and led them to victory against the Yew and Moonglow Militias. Having secured the lands surrounding the fort, Qog turned his covetous eyes westward, towards the farms and pens of the West Yew University.

The great battle between Light and Dark reached a climax and the world shook and split. The world became dark and cold winds blew from the mountains. Death descended across the lands and Orcs rejoiced. The Great Enemy, GreyPaw, retreated to the other side of the worlds. With him went the hated Moonglow Militia. So too did the forces of Yew. The Orcs rejoiced. It was at this time that Grishnak, weakened and hurt, was able to return to his home. Soon word reached Qog through his spies that the Urban Knights would

again try to wrest
control of Cove from the
Orcs, this time aided by
Sesquax Libertas. Qog
knew that the Men would
try to take the town by
sea and laid a trap for
them. When the boats
carrying the enemy
approached the docks,
hidden Orcs let fly their
explosives, killing many
before they even
disembarked.

Unfortunately, this was
not enough for the great
forces arrayed against
them were able to force
a landing farther to the
west. In a great battle
the Orcs and their allies
were defeated and Cove
passed once more into
the hands of Men.

Long had the Urban
Knight with the red hat
enthralled Grishnak. No
longer in possession of
Cove, he decided upon a
new prize: Shakti. Siezing
her as she strolled the
streets of Britain,
Grishnak carried off his
prize to the damp
dungeon of Despise. There
he enjoyed his new play
thing until the hosts of
Knights arrived, bent upon
rescuing thier lost Shakti.
Battling the denizens of
the dungeon in addition to
the Orcs, the leader of
the Urban Knights fell in
battle, but not before
they won Shakti's
freedom. Gathering his
body with them, the
Urban Knights summoned
a magical door to take
their leaders ghost and
body away to be rejoined.
Returning to the Fort,
the Clan broods and plans
vengeance.

A caravan of ale, enroute
through the Orc lands,

failed to deliver the
required toll and thus
was decimated by the
vigilant Orc forces.

Nestled among one of the
bags of ale was found an
axe. Radiating with Evil,
Kurch the Orc Raider
knew he should bring it
to the Chief.

Grishnak and Snarf
examined the axe, unable
to determine what it was.

A Necromancer of the
Infernal Cult was able to
read the runes inscribed
upon the axe: Crafted by
the Hand of Evil. Soon
thereafter, a patrol from
the city of Evermoor
arrived at the Fort.

Talon Skyfire, captain of
the guard, demanded that
the Orcs return the axe
to the rightful owners.

Spitting over the wall,
Grishnak gave his reply.

Driven from the gates of
the fort, and leaving
behind the broken bodies
of their fallen, the

Knights of Evermoor
retreated before the
overwhelming strength of
the Orcs. A second
assault was equally
defeated, but this time a
parchment was found
explaining further about
the Axe. With the right
combination of elements,
the Axe can release the
Hand of Evil and bend it
to the will of the wielder
of the axe.

With evidence that the
first element can be
found upon the island of
Bucc's Den, the Clan
prepared a raiding party
to search the tunnels for
the first element.

Accompanied by the leader
of the Holy Disciples of
Darkness, Navrip
Freemach, the Orcs were
successful in finding the
first part, the golden coil.

Seeking further
information, the Orcs
mounted an attack upon
the city of Evermoor,
only to be rebuffed.
Unable to take the
knowledge by force,
Grishnak dispatched his
Scouts and Sneaks to
steal it.